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EA SPORTS™
PRESENTS

NHL® '94

NHLPA

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING

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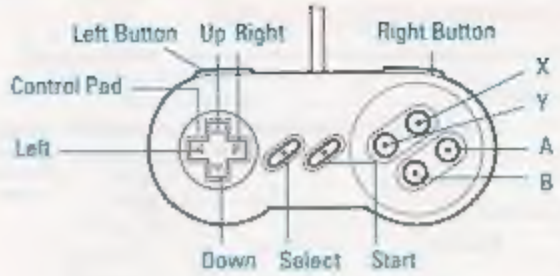

Super NES® Controller

CONTROLLING THE GAME

FACE OFF

B–capture the puck

A–speed burst (body check)

Control Pad–aim pass

OFFENSE

Y–flip pass/ clear puck/ hold for slap shot)

B–pass puck

A–wrist shot

Control Pad–control direction of skater/ pass/shot

DEFENSE

Y–hold/hook

B–poke check/ trip puck carrier/ switch to player closest to the puck

A–speed burst (body check)

Control Pad–control direction of skater

WITH DEFENSE CONTROL ON

LEFT BUTTON– *Switches to defensive player on left.*

RIGHT BUTTON– *Switches to defensive player on right.*

HINT ON DEFENSE– *The hold/hook (Y-button) is a more consistently effective action than the body check (A-button), though a good body check can have a more devastating effect.*

GOALIE CONTROL

*Press **X** to take control of goalie. Using Goalie Control is explained in detail on page 22.*

***BEFORE** Goalie Has Puck*

Y–dive *B–switches player* *A–kick save* *X–poke check* *Control Pad–controls direction of goalie*

***AFTER** Goalie Has Puck*

Y–flip pass/clear puck *B–passes* *Control Pad–controls direction of pass*

INSTANT REPLAY

Y–rewind *B–play/stop* *A–fast forward* *X–play frame by frame*

LINE CHANGES

Y–select Y *B–select B* *A–change lines/select A*

ONE-TIMERS

See the About One-Timers section for more information about One-Timers.

A–attempt one-timer *B–pass to receiving teammate who attempts a goal.*

SCOREBOARD

*Press **Start** to pause the game and bring up the scoreboard.*
*Press the **Control Pad** up/down to highlight items on the scoreboard.*
*Press **A** to select items.*
*Press **Control Pad** to scroll through data.*
*Press **Start** to return to the scoreboard. Start again to return to the game.*

DEMO MODE

*Press **any button except Start** to exit the demo mode.*
*Press **Start** to pause the game and bring up the scoreboard options.*

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PLAYING NHL® HOCKEY '94

NHL '94 is a super realistic, fast-action hockey game designed around the actual rules and players in professional hockey. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary on page one. But if you want to master the complexities of *NHL '94*, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

STARTING THE GAME

1. Turn OFF the power switch on your Super NES®.

   NEVER insert or remove a Game Pak when the power is on.

2. Make sure your controller is plugged into port #1 on the left side of the Super NES.

   If you're playing against or with a friend, plug his controller into port #2 on the right side of the Super NES.

3. Insert the Game Pak into the slot on the Super NES. Press the Game Pak down firmly to lock it in place.

4. Turn ON the power switch.

5. The EA SPORTS screen, then the *NHL '94* title screen, appear. Once the credits begin scrolling, press START to see the Game Set-Up screen.

GAME SET-UP SCREEN

If you want to get into the game right away, go straight to the section below, *Playing for Real*.

But if you are starting *NHL '94* for the first time, you might want to watch an exhibition game.

1. Make sure both controllers are under the NOT PLAYING column on the Player Selection screen, so both controllers aren't under any team column.

2. Press START. Unless you change the settings, Los Angeles will play Montreal at Montreal in a regular season game with three ten minute periods, penalties off, no line changes, and automatic goalies.

4. The Team Matchups screen will appear. (See *Team Matchups*.)

5. Press START. The camera brings you to center ice for the face off.

To get out of **Demo**, press any button except START. The Game Setup screen reappears.

PLAYING FOR REAL

If you want to jump right in and wait until later to explore the other options, just press START to use the game's default settings.

When you're ready to set up your own game, Control Pad down through the options. Control Pad left or right to change the setting for that option. Press START to begin the game.

OPTIONS AND SETTINGS

PLAY MODE

Regular Season: Play a regular season game.

Continue Playoffs: Return to a playoff series at the point where you left off. Enter a password to continue your playoff game.

New Playoffs: Begin in the first round of the Playoffs, needing only one win to advance.

Best of 7: Begin in the first round of the Playoffs. Score four victories to advance.

Shootout: Choose teams and go one-on-one with the goalie.

Home: Choose the home team.

Visitor: Choose the visiting team.

The **Home** team faces up-screen in the first period and third periods, down-screen in the second period.

PERIOD LENGTH

Each game consists of three periods, and one or more overtime periods if necessary.

You can set the period length at **5 minutes, 10 minutes,** or **20 minutes.**

A Regular Season game allows only one overtime period. The overtime period lasts for five minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

Playoff games cannot end in a tie. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game, or until one team scores.

PENALTIES

On: The referees call all the penalties and infractions they see. (See *Penalties and Infractions.*)

On, No Offside: The referees call penalties and infractions, except offside.

Off: No penalties or offsides, but icing is still called.

LINE CHANGES

On: The game player/players control their team's line changes. (See Line Changes.)

Off: The players do not tire and stay in for the entire game.

Automatic: Computer changes lines for both teams.

GOALIE CONTROL

Manual: You can control your own goalie.

Automatic: The computer controls your goalie at all times.

Once you've set up the game the way you want it, strap on your helmet, put on your gloves, grab your stick and press START.

TEAM AND PLAYER STRENGTHS

All the NHL teams are represented in ***NHL '94***. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes ***NHL '94*** so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of the real teams from the 1992/1993 season.

In general, the center is the best scorer, and the wingers are also good with the puck. Defensemen are not particularly fast or good with the puck, but they check harder and defend more aggressively than the front line players.

TEAM MATCHUPS SCREEN

Player Ratings

Before the game begins, the Matchups screen appears. On this screen, opposing players are compared in overall rating. Players with a higher rating are superior to their opponents by the difference of the two numbers. To scroll through the team matchups, press A and Y.

Hot and Cold Streaks

Before each game, EA SPORTS-caster Ron Barr names the three players from each team on hot and cold streaks. The player ratings will vary hot and cold (+/- 10% in each category) depending on what kind of streaks the players happen to be on.

Watch Ron Barr's commentary before each game to see who's on hot and cold streaks. To review Ron's evaluation, press X.

THE FACE OFF

In the opening period, the home team's center faces up screen.

The visitor's center faces down screen.

At the top of the screen you see a close-up window of the two centers and the referee holding the puck in the air.

The referee drops the puck automatically. When the puck hits the ice, it's *live*.

- Control Pad in the direction you want to deflect the puck while pressing B

  OR

- Control Pad forward and press A to capture puck.

As you learn the game you will find that certain centers are tougher than others, and that some are more skillful with the stick. You will want to be aware of your center's particular strengths and weaknesses if you want to make full use of him on face offs.

SKATING

Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks, to elude defenders, and to fake out goalies. ***NHL '94*** lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE: With controller 1, your puck carrier skates on a solid light blue star with a green outline. The computer's puck carrier skates on a solid light blue star with no outline. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

DEFENSE: With controller 1, your active defenseman skates on a green outlined star. The computer's defensemen are never marked with stars.

- Press **B** to activate defenseman nearest to the puck.

Controlling your momentum is the key to good skating. When you reverse direction your player will skid a little before he actually turns around. Get a feel for this skidding and use it to your advantage by learning to predict how far players will slide before they stop. To come to a quick stop, press the Control Pad in the exact opposite direction the skater is skating.

- Control the direction of your player (and the direction of your passes) with the Control Pad.

PASSING

The key to a dominant offense is clean, accurate passing.

- Control Pad the direction you want to pass, then press **B**.

If you hold the Control Pad, the player will pass the puck in the direction he is facing. The best passing method is to press the **B** button, then press down on the Control Pad, then release the **B** button. The pass is launched when the Control Pad is pressed while the **B** button is down.

When the puck reaches a player, that player usually controls the puck.

An opponent can intercept a pass if he gets to the puck first.

Try to keep track of where players are off-screen.

In general, the center skates up center ice with the two wingmen on either side of him, and the two defensemen behind him on opposite sides.

If the player you control is off-screen, an arrow points to the location of that player.

When playing in either of the **Two Player** modes, the green arrow indicates the Controller 1 player, the orange arrow the Controller 2 player.

If you know where all your teammates are, you can pass quickly (forward, to the side, and behind you) and confuse the defenders.

On medium to long range passes, it is smart to press **B** immediately after you pass the puck to control the target player before the puck arrives; this way you can evade defenders and pick up the puck in the clear.

PLAYING AS TEAMMATES

When **Two Player-Teammates** is selected, two players compete against the computer.

The player with Controller 1 controls the man on the green, outlined star. The player in control of the puck skates on a solid blue star.

On defense, when both players press **B**, the player who pressed **B** first becomes the defender closest to the puck.

Playing with the Super Multitap™

Your Super NES can tell whether or not you have a Super Multitap plugged in.

At the Side Selection screen, five controller icons appear.

1. Use the Control Pad to move your star (the star with your Controller number in it) to whichever side you want to play.
2. When everyone has selected the side they want to play on press START. Once on the ice, each player skates on a colored star:
   - Player 1 - Green star
   - Player 2 - Orange star
   - Player 3 - Red star
   - Player 4 - Yellow star
   - Player 5 - Blue star

PENALTIES

When the **Penalties** option is **On**, the referees call all the penalties they see.

You can keep penalties to a minimum by laying off the **A** button on defense. The **A** button gives the player you control an extra burst of speed, so your checks are harder and your collisions more explosive.

HOLDING - Illegally grabbing or pinning a player so that he can't move.

ROUGHING - Unnecessary roughness or causing an injury.

SLASHING - Deliberately hitting an opponent with the stick in order to obstruct or intimidate him.

CROSSCHECK - Lifting the stick off the ice with both hands and using it to check an opponent.

TRIPPING - Tripping the puck carrier. The referee has to believe there was no attempt to capture the puck.

HOOKING - One player's attempt to "hold up" another player with his stick.

CHARGING - Slamming into another player after two or more deliberate strides in his direction.

INTERFERENCE - Interference is called when a player interferes with the goalie.

Penalty Shots

Penalty shots are awarded when a tripping or holding penalty is committed on the breakaway man (puck carrier that initiates the breakaway). A breakaway happens when an offensive player crosses the blue line before a defensive player.

One player is released from the penalty box when the opposing team scores on a **Power Play**. (See *Power Play Lines*.)

If there are two or more players in the box, the player with the least amount of time remaining in his penalty period is released.

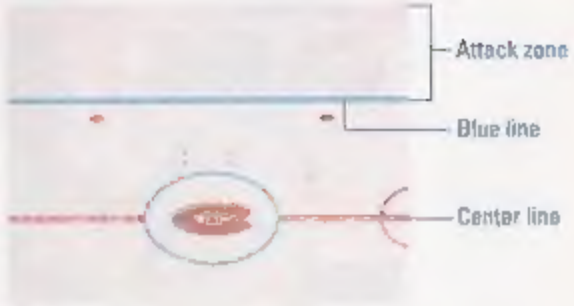
Delayed Penalty Call

When a penalty is called on a player from the team without the puck, action is not stopped immediately. The referee appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. The computer will automatically replace its goalie with a forward in a delayed penalty situation, and the goalie returns as soon as you capture the puck. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

Delayed Penalty

No team will have fewer than three players (not including the goalie) on the ice. If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires.

INFRACTIONS



THE ATTACK ZONE

The attack zone is marked by a blue line on your opponent's side of the ice. When you cross this blue line in the direction of your opponent's goal, you have entered the attack zone.

Your attack zone is your opponent's "defensive zone."

ICING

Icing is called when a player passes or shoots the puck across the red center line, the opponent's blue line, and the red goal line, but not through the crease (the blue semi-circle in front of the goal).

If a player on the offensive team touches the puck after it has been "iced", the infraction is not called.

A shot on goal never crosses the last red line, so icing is never called.

Icing is not called on a team that is short-handed because of a penalty. (See *Penalty Killing Lines*.)

There is no "two-line pass" infraction in ***NHL '94***.

After an icing call, the referee stops play and set up a face off in the defensive zone of the guilty team.

OFF-SIDES

Number [25] has skated across the blue line with the puck when his teammate was already in the attack zone.

The puck must enter the attack zone before any player on the offensive team enters the attack zone, or else offside will be called.

The puck cannot be passed across the blue line to a player waiting in the attack zone.

Once in the attack zone, if the puck crosses the blue line OUT of the attack zone, all offensive players must "clear" (leave) the attack zone before the puck can be brought back across the blue line.

You attempt a shot-on-goal in the attack zone. The other team's goalie stops the puck and quickly passes it to a teammate, who brings it up the ice out of the attack zone. As soon as he crosses the blue line, you bodycheck him and steal the puck. Now you must wait for your teammates to skate out of the attack zone before you can bring the puck back into the attack zone.

A referee window will pop up to warn you that if you cross into the attack zone you will be offside.

The referees always catch the offside infraction (when you have it ON) and stop the action. The puck is faced off behind the blue line.

SCORING

One point is awarded per goal.

- To take a shot on goal, press **A** when you have the puck.
- Use Control Pad to aim the puck left/right/up/ down.

There are two different shots: wrist shots and slapshots.

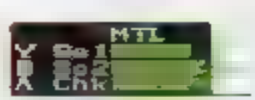
- Wrist Shot: Press and release **A** quickly. A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.
- Slap Shot: Hold down **A**. A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attack zone when the goalie is not set.

The longer you hold down the A button, the harder the slap shot.

- Control Pad up to give shot height.
- Control Pad down to keep shot low.
- Control Pad left or right to shoot into corner of the net.

Look for a slap shot to bounce off the goalie or the net, grab the rebound, and flick the puck in with a wrist shot.

LINE CHANGES



Scoring line 1
Scoring line 2
Checking line

Hockey is a gruelling sport and players need to rest every so often, especially in long games.

If you want to make line changes, set **Line Changes** to **ON** on the Game Set-Up screen.

Fatigue bars on the right side of the line name show how fresh or tired that line is. The longer the bar, the fresher the line. Green indicates that the players are fresh, yellow means tired, and red means they're exhausted.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc.) or whenever the puck is in play.

Before each face off, the **Line Change** window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.

If you don't press a button, the line next to the letter 'Y' will take (or remain on) the ice.

Unless a **Power Play** is beginning or ending, the line currently on the ice is listed next to the letter 'Y'.

See *Power Play Lines* and *Penalty Killing Lines* for more information.

You can change lines anytime the puck is in play.

1. Press Select to bring up a window of the currently available lines and their fatigue bars.
2. In the window, press Y to select the line next to the letter 'Y', B for B, and A for A.

Each team has seven different lines: Scoring lines 1 and 2, **Sc1** and **Sc2**; Power Play lines 1 and 2, **PP1** and **PP2**; Penalty Killing lines 1 and 2, **Pk1** and **Pk2**; and a Check line (**Chk**).

Change lines before they use 25 % of their energy to maximize performance of the team. Be careful about changing your line while your puck carrier is in the defensive zone. If your opponent steals the puck, you could be left short-handed on the defensive end while the fresh players are coming onto the ice.

SCORING LINES AND CHECKING LINE

Sc1 starts every game. You can change to **Sc2** or to the **Chk** line anytime during play or when a face off occurs.

Scoring lines are fast, agile, and good with the puck.

The **Chk** line is your "big" line: generally slower but harder hitting and better on [illegible].

Power Play Lines

Power play clock

Whenever one team has at least one more player on the ice than the other team, that team has a **Power Play**.

Some of the players on the Power Play lines are also on the regular lines (Sc1, Sc2, Chk) or the Penalty Killing lines (Pk1, Pk2).

The **Line Change** box appears automatically before each face off.

- Press **Y** when you have the puck to show the Line Change box.
- Press **Y** or **B** to select **PP1** or **PP2**. If you press neither, the line next to **Y** will take the ice.

For the first **Power Play**, 'Y' corresponds to **PP1** and 'B' to **PP2**. In all subsequent power plays, 'Y' corresponds to the line most recently on the ice.

It is important to select a line when the **Line Change** window appears, unless you are certain that you want the line next to the letter 'Y' to take the ice. Otherwise, you run the risk of inserting a tired line.

- When a power play ends, select from one of the Scoring Lines or the Check Line.

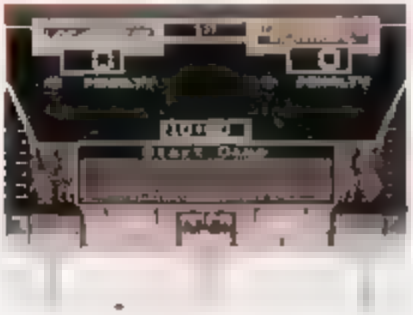
The line most recently used (usually the most fatigued line) is listed next to 'Y'. Be sure to select a different line if that line is not at full strength.

Penalty Killing Lines

The **Penalty Killing Lines** consist of some of the players in the corresponding **Scoring Lines** and are used against a **Power Play**

The substitution of **Penalty Killing Lines** for **Scoring** and **Checking Lines** works exactly as described above in **Power Play Lines**

SCOREBOARD



The Scoreboard provides a wide range of choices available during play or between periods. All the different options are explained below

SCOREBOARD

Press **Start** to pause the game and bring up the scoreboard

Press the **Control Pad** up/down to highlight items on the scoreboard

Press **A** to select items

Press **Control Pad** to scroll through data

Press **Start** to return to the scoreboard. Start again to return to the game

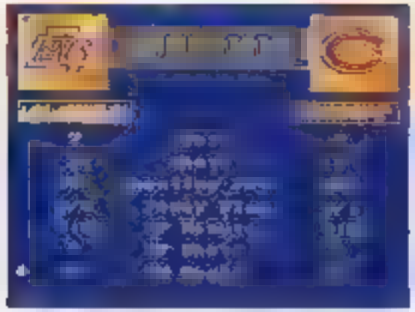
The team name of the player controlling the menu will flash until the Control Pad is released. This enables you to know which teams goalie is showing and their team specific settings

Instant Replay

The replay is automatically rewound halfway into the replay. A box appears showing VCR-style control instructions

- Press B to roll replay (normal speed)
- Press B to stop replay
- Press X to play replay frame by frame
- Press A to Fast Forward
- Use Control Pad to move the view around the ice
- Press Y to rewind the replay (release to stop). You see the action in reverse at high speed
- Trigger Right/Left to move the replay frame by frame forward and backward
- Control Pad any direction to activate "fan mode". In fan mode you can move the cursor to a player and have the replay follow his actions throughout the replay or move the cursor around the ice to see the positions of other players at the time of the replay
- Press START to return to the Scoreboard Menu
- Press START to resume play

Game Statistics



Each teams current game statistics appear beneath the team s name

Score Number of goals scored

Shots Number of shots taken on the goa

Shooting Pct The percentage of shots that scored.

Power Play Number of goals scored during power plays/number of power plays see p 18 for more on Power Plays.

PP Minutes Number of Power Play minutes for each team

PP Shots Number of shots attempted by each team during a Power Play

SH Goals Short Handed goals Number of goals scored by each team while short-handed

Breakaways Scores on breakaways/number of breakaways

One Timers Number of One-Timers that scored/number attempted

Penalty Shots Penalty shots scored/shots attempted

Faceoffs Won Number of face offs won

Body Checks Number of body checks delivered even after the whistle blows

Penalties Number of Penalties incurred/number of minutes penalized (in the box)

Attack Zone Amount of time spent in the Attack Zone (see p 15 for more on the Attack Zone.)

Passing Number of passes successfully received/number of passes attempted.

Passing Pct Percentage of all passes that were successful

Change/Remove Goalies

In professional hockey the same goalie rarely starts every game In *NHL '94* the goalie is chosen randomly for computer controlled teams in regular season games when line changes are ON Otherwise the 1st string goalie starts

Goalies do not tire but if yours is not performing up to your standards or if you just feel like giving the other guy a chance to show what he s worth you can change goalies

- Control Pad down to Goalie and press A to alternate goalies (or to None

If you remove your goalie leaving the net undefended a forward is substituted when the goalie leaves the ice to give you an extra player up front This gives you a better chance of scoring

Manual/Auto Goalie Control

AUTO CONTROL

Auto goalie control lets you concentrate more on strategic checking and defense—good for beginners

MANUAL CONTROL

Manual goalie control is for more advanced players who are very skilled with defense and are ready for full control To get control of the goalie, press X

- Control Pad down to Manual, Automatic Goalie and press A to alternate between the two

The computer will sometimes remove its goalie in the third period when it s losing and the game is close

You might want to remove your goalie when you re losing and time is running out Note that this is NOT listed as a Power Play since there are equal numbers of players on the ice

Defense Control

ON

- Press left button or right button to activate defenseman on the left or right of screen

OFF

- Press B to activate defenseman nearest to the puck

Team Roster

The Team Roster contains all seven lines and the rest of the players for a particular team. (See p. 8 for descriptions of the different categories.)

The box on the left displays the name of the team shown on the screen. Each player is listed by position, jersey number, and name.

LD – Left Defenseman (shown as D on the ice)
RD – Right Defenseman (shown as D on the ice)
LW – Left Wingers (shown as L on the ice)
C – Center (Shown as C on the ice)
RW – Right Wingers (shown as R on the ice)

- Control Pad up/down to scroll through different lines and different goalies.

The box on the right displays the ratings category in which each player is being evaluated.

- Control Pad left/right to scroll through the different ratings categories. Most of the ratings are numerical: the higher the number the better the player at that category.

GOALIES

Status: On the Ice/On the Bench
Overall: The goalie's overall ability
Agility: The goalie's agility on the ice
Speed: The goalie's speed on the ice
Glove Hand: The hand the goalie catches with
Def. Awareness: Goalie's defensive instinct
Puck Control: Goalie's ability to control the puck
Stick Right: Goalie's stick handling to the right side
Stick Left: Goalie's stick handling to the left side
Glove Right: Goalie's glove handling to the right side
Glove Left: Goalie's glove handling to the left side
Weight: Goalie's body weight in pounds

LINE PLAYERS

Status: Ice/Bench/Injured/Penalized

If a player is in the penalty box, the time remaining in his penalty appears as his status.

If a player is injured, 'Injury' appears as his status. A P after injury indicates 'out for the period', while a G indicates 'out for the game.'

Overall: Player's overall ability
Energy: Player's current energy level
Agility: Player's agility on the ice
Speed: Player's top speed on the ice
Handed: Player's best shooting side
Off. Awareness: Player's offensive instinct
Def. Awareness: Player's defensive instinct
Shot Power: How hard the player can shoot the puck
Shot Accuracy: Player's skill in shooting the puck
Pass Accuracy: Player's skill in passing the puck
Stick Handling: Player's overall skill with the stick
Weight: Player's body weight in pounds
Endurance: Player's stamina on the ice
Aggression: Player's likelihood of being penalized
Checking: Player's effectiveness as a checker

Period Statistics

You can check period statistics for either team at any time during play

- Press Y to alternate between Goals and Shots stats

Edit Lines

In *NHL '94* you can edit a team's lineup. You may edit lineups before the opening face off or at any time during the game. When line changes are on, you can edit all seven lines (see p. 18 for more about the different lines). When line changes are off, you can edit only Scoring Line — this is the only line that's on the ice.

- Use the Control Pad to highlight the player on the line you wish to remove
- To select a highlighted player, press A. A list of substitutes eligible to play that position appears at the top of the screen.

- Highlight a player from the eligible substitutes list.
- Control Pad left/right to toggle through the various ratings categories to assess the qualifications of that player. The higher the rating, the better that player is at that particular skill or attribute.
- When you've decided which player you wish to substitute, press A.
- Repeat the process for each substitution you want to make, then press START and a menu box appears. To return to the game, highlight this option and press A. To restore your team's original lines, highlight Restore Default Lines and press B.

Player Statistics

You can check individual players' game statistics for either team at any time during play.

- Press Y to bring up the stats for the opposing team.

There are two ways to look at the statistics — by player or by statistic. You may want to look at how well a particular player is doing in general.

- Control Pad up/down to find the player whose stats you wish to see (if that player is not among the first five shown).

G — Goals scored
A — Assists made
Pt — Points earned (Goals + Assists)
SH — Shots on goal
PM — Penalties in minutes

Or you can rank the players in order of their performance in the various categories. For example, if you want to see which players have taken the most shots on the goal, select Shots on Goal. The player with the most shots on goal will appear at the top of the list, followed by the player with the second most shots on goal, and so on.

- Control Pad left/right to toggle through the different statistics categories.

Scoring Summary

The scoring summary recaps all the goals, the period, the time elapsed in the period, the team, the player who scored the goal (followed by the player(s) who earned assists on the goal, if any), and the penalty situation at the time.

The initials P/S stand for 'Penalty Situation'. When no item appears in this space, both teams had an equal number of players on the ice.

The following are abbreviations for the type of penalty during which a goal was scored:

PP	Power Play
PP2	Two player advantage during a Power Play
SH1	Short handed one player
SH2	Short handed by two players
PS	Penalty shot

- Control Pad up/down to scroll up/down the screen (if necessary).

Penalty Summary

Like the scoring summary, the penalty summary indicates the period in which the penalty was called, the time elapsed, the team whose player committed the penalty, the number and name of the player (beneath which appears the name of the infraction), the length of the penalty in minutes.

- Control Pad up/down to scroll up/down the screen (if necessary).

Timeout

Calling a timeout restores all the lines on both teams to full vitality and can be used by each team only once during a game. When playing with line changes off, the players do not lose vitality, so the timeout has no real function. But when playing with line changes on, using the timeout at the right, picture in a game can create a tremendous advantage. Once you use the timeout, it disappears from the Scoreboard Menu.

Player Cards

View Player Cards from the Scoreboard Menu screen for team and player information. The team cards show the starters' names and numbers, the team logo, and the team rating. The Player Cards show the players picture, position, strength(s), and overall rating.

Other Scores

The Scoreboard Menu provides scores from other games in both playoff and regular season modes.

- Control Pad up/down to scroll through the list.

Crowd Level

The Crowd Analysis screen displays the statistics on decibels recorded from the crowd's cheering. These include the current decibel level, the average decibel level recorded over the course of the game, and the highest, or "peak", decibel level since the opening face off. Analysis of the crowd is based on the readings of the Crowd Meter throughout a game.

- Control Pad up/down to scroll up/down the screen (if necessary).

Exit Game

To exit the game you're in and go to the Main menu, highlight Exit Game, then press A.

STARS OF THE GAME

At the end of every game, Ron Barr at the EA SPORTS Center selects the stars of the game. Scores, assists, and excellent goal keeping usually qualify a player as a star. But even if your goalie saves 99 of 100 shots on goal, if that one he let got by is a game winner, he hardly feels like a star.

PLAYOFF MODES

At Game Setup, select the team you want to play. Press START to go to the Player Select Screen. The left column is "Not Playing" and the right column is the team you selected.

Single Player Playoff: Single star under Team name.

Multi-Player Playoff: All player stars under the Team name.

Players can not go head to head in playoffs.

SAVING THE PLAYOFF TREE

After you win a playoff game, the revised playoff tree appears with a password. Write down the password if you want to be able the return to that point in the playoffs in the unfortunate event that you lose.

To restore the playoff tree, reset the game and go to the *Main Menu*. Select "Cont. Playoffs" in Play Mode, then press **Start**. The *Password Screen* appears.

Press the **Control Pad** left/right/up/down to select a character from the set, then press **A** to enter the character and move to the next position. **Y** allows you to go back and correct any mistakes. When you've entered the correct password, press **Start** to resume the playoffs from where you left off.

HIGHLIGHTS

You can watch highlights from other games around the league.

At the end of each period of a playoff game you see the score of an ongoing or completed game in a box below the scoreboard.

Press START to bypass the scores.

You can check the scores around the league at any time by pausing the game and bringing up the Other Scores screen.

If you want to stop a highlight, press **A**. To get back to your game, press **A** again.

INJURIES

Sometimes a player takes a vicious check and must leave the ice for a period or even the entire game. The program automatically replaces the player with the one best suited to play his position.

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